

# Ghoul School Walkthrough

by Blueberry Buttface

Updated to v1.0 on Jul 22, 2008

```
-----  
[0721200811142314]  
Document #6  
Ghoul School  
Walkthrough Version 1.0  
Nintendo Entertainment System  
By: Blueberry Buttface  
blueberrybuttface(at)gmail(dot)com  
-----
```

```
Entrance to Gym  
Gym to Nurse  
Nurse to Auto Shop  
Auto Shop to Library  
Library to Office  
Office to Cafeteria  
Cafeteria to Chemistry  
Chemistry to Air Ducts  
Air Ducts to End  
-----
```

```
Entrance to Gym  
-----
```

We start off at the entrance to the school. Head to the right and kill the big eyed monsters (BEMs) with your trusty Bat. Head right to Room 004. Ignore the flying bats and head upstairs to Room 007.

Kill the BEM at the top of the stairs and head right, killing the BEMs along the way. Head downstairs to Room 013, ignore the BEM, and continue downstairs to Room 009.

Head right to the pink hallwayered Room 014. Kill the BEMS and enter the door to the Lockers, Room 092. Jump on top of the lockers and grab the Towel. The green guys are weak to the Towel, but are even weaker on your return journey, so venture through the showers and avoid them as best you can, entering the door at the end to the Gym, Room 093.

Avoid the first few balls and jump up the bleachers. Strike the score board with your Bat to cause all of the balls in the room to drop. Venture across the room and enter the door at the end to the Weight Room, Room 094.

Fight the weight-equipped big eyed monsters (WEBEMs), being careful not to touch them. The Towel works better than the Bat against them.

Once past the WEBEMs, jump on top of the weight lifting machine, fall into the central gap, move right until you fall to the floor, then move left to acquire the Spring Shoes. Use them to jump out of the weight lifting machine, kill the remaining WEBEM and enter the door to the Gym, Room 095.

Avoid the little eyed monster (LEM) and the bat as best you can as you move across the floor. Jump the hurdles, avoid the other LEM, and be sure to jump on top of the bench to avoid the corpse, as touching it will kill you.

Continue across the floor, equip the Spring Shoes, jump up the bleachers, and jump on to the ledge to acquire the Deweytron. Head back through the rooms to the familiar pink hallwayered Room 014, killing the green guys with two hits

from the Towel along the way.

-----

Gym to Nurse

-----

Starting from Room 014, head left to Room 009. If you need health, continue left to Room 077, killing the BEMs along the way.

Inside Room 077, avoid the LEM and move right towards the teacher's desk. Equip your Towel and jump and hit the TV to get a shiny red apple. This is the source of health in this game, and green (partial restore) and red (full restore) apples are found in the TVs of the numerous classrooms scattered about the halls.

Back in Room 009, head to the right and upstairs to Room 013. Kill the BEM at the top of the stairs and head right, killing the other BEMs along the way. Head upstairs to Room 029. Equip the Spring Shoes and jump across the box obstacles, avoiding the bats as best you can. At the end of the hall, head upstairs to the white hallwayed Room 030.

At the top of the stairs, a LEM awaits. Shoot it with the Deweytron and head right. Jump over the other LEMs and enter the door to the Nurse, Room 096.

Once inside, kill the head-throwing green guy (HETHROGG) and the arm-throwing green guy as you move to the right. Collect the Spinal Zap on the shelf and return to the white hallwayed Room 030.

-----

Nurse to Auto Shop

-----

From the white hallwayed Room 030, head left and down the stairs to Room 029. Head downstairs again to Room 031. Kill the BEM as you move across the hall and head down the stairs to the green hallwayed Room 033. Head downstairs to Room 034 and then again to Room 035. Head downstairs one final time to the purple hallwayed Room 036.

Equip the Spring Shoes and jump across the box obstacles. Avoid the LEMs as best you can as you head left and enter the door to the Auto Shop, Room 107. None of your weapons can currently harm the monkeys in here, so try to stay out of their way, as well as their wrenches'.

At the end of the Auto Shop, grab the Suction Cups and either die to easily return to the door, or try to make your way back through the monkeys. Either way, once you reach the door, exit back to the purple hallwayed Room 036.

-----

Auto Shop to Library

-----

Once back in the purple hallwayed Room 036, equip the Spring Shoes. Jump and immediately switch to the Suction Cups and hold up. If done correctly, you should now be on the ceiling, and free from the LEM hassle below.

Move to the right across the ceiling to the boxes and re-attach yourself to the ceiling once you fall. Continue right and head upstairs to Room 035.

Make quick work of the BEM in front of you with the Spinal Zap and head upstairs to Room 034. Head upstairs again to the green hallwayed Room 033

and once more upstairs to Room 031.

Head left across Room 031 and upstairs to Room 029. Equip the Spring Shoes and move across the box obstacles. Head downstairs at the end to Room 013.

Travel across Room 013 and head upstairs at the end to Room 007. In Room 007, exit the right side of the screen to Room 012. Equip the Spring Shoes and jump across the box obstacles, Spinal Zapping the BEMs as you do so.

Continue across the hall and go upstairs to Room 016. Kill the LEM at the top of the stairs with the Deweytron. Attach yourself to the ceiling and head to the right to avoid the other LEM below. Head downstairs to Room 019.

In Room 019, head left to Room 017 and immediately go downstairs to the brick red hallwaved Room 021. Move across the hall to door at the end and enter the Library, Room 103.

Kill the BEM and enter the door to the Library, Room 104. Equip the Deweytron and kill the Skeleton that comes towards you. Continue across the room and pick up the Digestaray. Return to the brick red hallwaved Room 021.

-----

Library to Office

-----

From the brick red hallwaved Room 021 head left and upstairs to Room 017. You can now finally kill LEMs with the Digestaray, so the little bugger at the top of the stairs should be no trouble.

Head right to Room 019 and continue across the hall. Head upstairs at the end to Room 023. Kill the HETHROGG and head downstairs at the end of the hall to Room 026. Ignore the BEM for now and continue downstairs to Room 027.

Head left across the room, killing the BEMs along the way. Continue left to the blue hallwaved Room 028. Kill the BEM and head inside the door to the Office, Room 100.

Kill the BEM and head into the Office, Room 099. Head left into the Office, Room 098. Kill the Grim Reaper with the Digestaray and grab his Sickle. On the way back to the blue hallwaved Room 028, break the green clock with your bat.

-----

Office to Cafeteria

-----

From the blue hallwaved Room 028, head right to Room 027. Continue right and head upstairs to Room 026. Kill the BEM at the top of the stairs and head upstairs to Room 23.

Head left across Room 23 and downstairs to Room 019. Head right to the green hallwaved Room 024. Continue right to the last door of the hall and enter the Cafeteria, Room 101. Grab the Sandwich on the table and attack the green guy with.

Continue to the right and enter the door to the Kitchen, Room 102. Move to the right, killing the chef LEM and jump on top of the green and red trays on the counter. From here, attack the chef BEM with the Sandwich and use the Digestaray on whatever is on the stove.

With the stove clear head across it and use the Digestaray on whatever is in

the giant blender. Move safely across the blender and nab the Golden Apple off the shelf. The Golden Apple is essentially the equivalent of the Blue and Red Rings from Zelda; it makes enemies cause less damage to you.

Once you have the apple in hand, head back through the rooms to the green hallwayed Room 024

=====  
Cafeteria to Chemistry  
=====

From the green hallwayed Room 024, head to the left to Room 019. Head across to Room 017 and back to Room 019 to reset the bats. Head upstairs to Room 016 and attach yourself to the ceiling to avoid the LEMs.

Head across the ceiling to Room 012. Continue left across the box obstacles, avoiding the BEMs below. In Room 007, head downstairs to Room 013. Kill the BEMs as you move across the hall, and head upstairs at the end to Room 029.

Move across the hall, using whatever shoes you want to get across the box obstacles and head upstairs at the end to the white hallwayed Room 030. Our LEM friend is back, so make quick work of him and attach yourself to the ceiling.

Continue across the hall and to the right to Room 037. Travel across the ceiling to avoid the spike traps below and move right to the green hallwayed Room 038. The Janitor is harmless unless you hit him. Enter the door to the Music Room, Room 097.

Kill the music teacher with the Spinal Zap and then equip the Digestaray and hit the music note in the head with it. Once they are dealt with enter the door at the end of the room to Chemistry, Room 105.

In Chemistry, equip the Sickle and attack the flowers. Once the flowers are dead, grab the Embalm Fluid on the shelf with the other jars. Return to the green hallwayed Room 038.

=====  
Chemistry to Air Ducts  
=====

From the green hallwayed Room 038, attach yourself to the ceiling and head across the hall to Room 037. Continue across the ceiling of Room 037 to the white hallwayed Room 030. Head downstairs at the end to Room 029.

Head downstairs from Room 029 to Room 031. Kill the BEM and head downstairs to the green hallwayed Room 033. Equip the Embalm Fluid and kill the pink guts. Use the Suction Cups and Embalm Fluid to make your way across the box obstacles.

Equip the Spinal Zap and kill the Spine in front of the elevator. Once inside the elevator, you have two choices. You can either go to the rooftop by going beyond the 4th floor or take the warp room by putting the elevator needle between the 1st and 2nd floor.

If you take the rooftop, head left once you are there, jump the impossible gap, use the Suction Cups on the flagpole and enter the door to Room 106.

If you take the much easier warp room, once you exit the elevator, you will be in Warp Room, Room 015. Enter the first door on the right to Room 039.

Attach yourself to the ceiling, and enter the brown opening on the ceiling to Crawl Space, Room 084, by pressing up as you move across it from its right side.

Once inside the Crawl Space, Room 084, head across the lower right path. At the next fork, take the upper right path. At the next intersection, take the lower right path, killing the HETHROGG in the way with your Sandwich. At the next intersection, take the upper right path. At the next intersection, take the upper right path, killing the HETHROGG in the way. At the next intersection, take the lower right path, killing the HETHROGG along the way.

RECAP: lower, upper, lower, upper, upper, lower

Move right and exit to the Air Ducts, Room 042.

=====

Air Ducts to End

=====

NOTE: If you get lost in this area, I uploaded a map of it to GameFAQs.

From Air Ducts, Room 042, jump up to the door to Air Ducts, Room 043. Attach yourself to the ceiling as soon as you enter doors in here to avoid the rats that scamper across the floor.

Head right to the first door to Room 046. Head left to the first door to Room 045. Head right to the second door to Room 043, using the Spinal Zap on the ghost in your way. Grab the Gamma Gun.

Return back through the door to Room 045. Use the Gamma Gun on the ghost and head left to the second door to return to Room 46. Head right to the first door to return to Room 043.

Head left to the second door to enter Room 045. Head right to the first door to Room 046, shooting the ghost before entering. Head left to the second door to enter the Basement, Room 108.

Continue left downstairs to Room 127. Kill the WEBEM and continue left. Head downstairs to Room 125. Kill the monkey and resume heading left. Move downstairs to Room 124. Kill the lonely green guy if you want then head downstairs to Room 121.

Attach yourself to the ceiling and travel across the hall and upstairs to Room 122. A LEM will rush from the right, but just ignore him and move upstairs to Room 123.

Equip the Embalm Fluid and use the Spring Shoes to jump up on to the pipe. Attack the heart with the Embalm Fluid. Once it is dead, enter the door to the Boiler Room, Room 129, to fight the final boss.

When you enter, equip the Sickle and Spring Shoes and move to the right corner of the lower ledge. As the boss approaches equip the Spring Shoes and hit him with the Sickle; as he retreats equip the Sneakers to avoid being shot by his beams.

When the boss falls, equip the Embalm Fluid and hit the beams imprisoning the cheerleader. Drop in, wait for your score to finish racking up, and enjoy the ending.

=====

This document is restricted to personal, private use only. The most recent version of this guide will always be found at GameFAQs ([www.gamefaqs.com](http://www.gamefaqs.com)). Other websites may use this document so long as they do not profit directly from it via ads or other means. Navigational aids such as toolbars are acceptable.

This document is copyright Blueberry Buttface and hosted by VGM with permission.